

What is claimed is:

1. A chess game playing array assembly comprising:  
a plurality of three-dimensional playing segments disposed relative  
to one another to define an array of playing spaces on which a game of chess  
may be played;  
wherein the plurality of three dimensional playing segments are  
spaced apart by one or more voids.
2. A chess game playing array assembly as set forth in claim 1,  
wherein each of the plurality of three dimensional playing segments defines a  
playing space of the array of playing spaces.
3. A chess game playing array assembly as set forth in claim 1,  
wherein at least one of the plurality of three dimensional playing segments  
defines two or more playing spaces of the array of playing spaces.
4. A chess game playing array assembly as set forth in claim 1,  
wherein at least one of the plurality of three dimensional playing segments has a  
size different from that of another of the playing segments.
5. A chess game playing array assembly as set forth in claim 1,  
wherein the plurality of three dimensional playing segments comprises 64 playing  
segments defining, respectively, 64 playing spaces.
6. A chess game playing array assembly as set forth in claim 5,  
wherein the plurality of three dimensional playing segments are disposed relative  
to one another to define an array of 64 playing spaces consisting of eight rows  
and eight columns, and wherein the playing segments in the corners of the 64  
space playing array have a height greater than the heights of the other playing  
segments.

7. A chess game playing array assembly as set forth in claim 1,  
wherein the plurality of three dimensional playing segments form a rectangular  
shape graduated array and include corner playing segments having a first  
elevation, middle playing segments having a second elevation, and intermediate  
5 playing segments having an elevation intermediate to that of the first elevation  
and second elevation.

8. A chess game playing array assembly as set forth in claim 7,  
wherein the first elevation is higher than the second elevation.

9. A chess game playing array assembly as set forth in claim 1,  
wherein the spacing between the respective plurality of three dimensional playing  
segments is substantially uniform.

10. A chess game playing array assembly as set forth in claim 1,  
wherein at least one of the plurality of three dimensional playing segments  
includes a bottom wall, a top wall and a column which connects and extends  
between the bottom wall and top wall.

11. A chess game playing array assembly as set forth in claim 1,  
wherein at least one of the plurality of three dimensional playing segments  
includes a prescribed pattern.

12. A chess game playing array assembly as set forth in claim 1,  
wherein at least one of the plurality of three dimensional playing segments has an  
interior region.

13. A chess game playing array assembly as set forth in claim 12,  
wherein the interior region is sized to receive therein one or more playing pieces  
30 of a chess game.

14. A chess game playing array assembly as set forth in claim 12,  
wherein the interior region houses a lighting element.

15. A chess game playing array assembly as set forth in claim 12,  
wherein at least one wall of the at least one playing segment is transparent or  
translucent.

16. A chess game playing array assembly as set forth in claim 1, further  
including one or more void fillers disposed in the respective one or more voids.

17. A chess game playing array assembly as set forth in claim 16,  
wherein the one or more void fillers comprises an upstanding wall separating  
adjacently disposed playing segments.

18. A chess game playing array assembly as set forth in claim 1,  
wherein the plurality of three dimensional playing segments comprise first and  
second opposing playing segments, each playing segment defining a four row by  
eight column array of playing spaces such that when disposed relative to one  
another collectively an eight row by eight column array of playing spaces is  
formed, wherein the first playing segment includes a different motif than that of  
the second playing segment.

19. A chess game playing array assembly as set forth in claim 1,  
wherein the chess game playing array assembly is displayed on a display as a  
graphical user interface.

20. A chess game playing array assembly as set forth in claim 1, further  
including a logic stored by a memory, the logic being processed by a processor to  
display an image of the chess game playing array assembly on a display.

21. ~~A chess game playing array assembly as set forth in claim 20, wherein the logic stored in memory comprises a computer program adapted to receive design parameter inputs.~~

5 22. A chess game playing array assembly as set forth in claim 21,  
wherein the design parameter inputs comprise a respective size and shape of the  
three dimensional playing segments, a quantity of playing segments, a quantity of  
playing spaces provided by the respective quantity of playing segments, an  
arrangement of the playing segments and a respective size and shape of the  
10 voids.

23. A chess game playing array assembly comprising:  
a plurality of three-dimensional playing segments disposed relative  
to one another to define an array of playing spaces on which a game of chess  
may be played;  
wherein at least one of the playing segments includes a motif  
different from that of another of the playing segments.

24. A chess game playing array assembly as set forth in claim 23,  
20 wherein the plurality of three dimensional playing segments comprise first and  
second opposing playing segments, wherein the first playing segment includes a  
different motif than that of the second playing segment.

25. A chess game playing array assembly as set forth in claim 24,  
wherein each of the first and second playing segments defines a four row by eight  
column array of playing spaces such that when disposed relative to one another  
collectively an eight row by eight column array of playing spaces is formed.

26. A chess game playing array assembly as set forth in claim 24,  
 30 wherein the first and second playing segments are disposed in opposing abutting  
 relation.

27. A chess game playing array assembly as set forth in claim 24, wherein the first and second playing segments are sloped.

*put a 4*  
5 28. A chess game playing array assembly comprising:  
first, second and third three dimensional playing segments disposed relative to one another to define an array of playing spaces on which a game of chess may be played;

10 the first and second playing segments each defining a two row by eight column array of playing spaces, and the third playing segment defining a four row by eight column array of playing spaces, the third playing segment being disposed between the first and second playing segments to form an eight row by eight column array of playing spaces.

15 29. A chess game playing array assembly as set forth in claim 28, wherein the first playing segment includes a different motif than that of the second playing segment.

20 30. A chess game playing array assembly as set forth in claim 28, wherein for a traditional chess game the first playing segment forms the original starting positions for a first chess player's pieces and the second playing segment forms the original starting positions for a second chess player's pieces.

*add DB*